ATARI **7800** VIDEO GAME CARTRIDGE

FAILSAFE

7800™ Game Manual

After the successful elimination of the terrorists and their massive silo complexes, we have hewed through various sources that they have relocated, and have doubled their security! Once again you must un-wade enemy territory and prevent the missile launching aimed at Washington D.C. and stop the terrorists once and for all!

Getting Started

1   Insert the FarSide™ cartridge into your ATARI 5700™ ProSystem as explained in your Owner's Manual, and turn on your computer.
2   Plug a controller into the left controller jack to play the game.
3   Move the controller handle forward or backward to throttle your plain level from Novice, Intermediate, and Expert.
4   Press [Reset] on the left controller button to start the game.
5   Press [Pause] to pause the game; press [B] again to resume play.
6   Your tank will move in the direction you move the controller handle. Press the FIRE button to fire in the direction of your tank.

Playing The Game

Make your way through the different terrains in search of the Depot where you will pick up FarSide discs. Once you are in contact with a depot, press enter on the code in it's correct position, appears on the center of your fuel gauge. The sixth terrain is the most dangerous of all, the missile silos. Heavily guarded by the enemies, in clearing a mine field! If you make your way past that you will have to enter the fast digit octal (0-7) code to stop the launch and save the world! And at the end you'll start a new fixture a more difficult on-screen call over!

Along the way you will encounter some accurate target, water minules, stationary shooters, gill boxes, and even the terrorists themselves bulling behind barriers! Don't worry though, the U.S. has equipped you with an array of equipment and weaponment, guarded by these enemies! But once you destroy them, the package are yours for the taking! They will be on the screen briefly.

Freeze Enemy these will jam the enemy radar and halt them for a period of time.

Invincible your tank will be invincible to enemies and their fire, but it only lasts for a few seconds or be quick!

Speed gives your tank a temporary speed boost, making it capable to plow through from towers and water like they were open road!

Distance your tank will be able to shoot much farther distances than your enemies for a short period of time!

When these power-ups are about to run out of their power your tank will begin to flash. Make sure you get to safe ground!

There are also other packages, but they are much more rare and they also contain lore with the aforementioned power up(s) if you should find then

Time - Gives you 5 more minutes to finish the Minute Slot You will be very happy to find them in the higher levels

Player - Awards the player with an extra task

Letter - Washington has learned of a letter to the FairGoth Code that will help you stop the villain team his! Grab this power up to see what it is!

George - Includes the package as a foil for Code? He charges your task to maximum foil

Strategy

- Let to know the angles at the earliest time. You shoot at different angles than your enemies, giving you the ability to shoot them without them being able to hit you

- You have a slight advantage with vertical shots, and your enemies have a slight advantage with horizontal ones

- Try to lure the Torments from behind the bunkers so only their head or legs show. This way you can pick them off without them being able to hit you!

- You can hear the Cruise Missiles before you see them. As soon as you hear the sound of their engine, get to an open area as fast as possible so you have the best chance of dropping them before they hit you!

- Be VERY careful when obtaining a 3 Power Cup. You will be very tempted to go full speed past the enemies. But you could very easily end up crashing into an enemy or their shot

Skill Levels

Each skill level is defined by the number of enemies on-screen at one time, the speed at which they launch and the distance at which they sit (the higher the difficulty, the farther the shots travel before disintegrating)

The game defaults to the Intermediate level which are a moderate number of enemies, moderate speed and moderate shot length

Also the left and right difficulty switches determine the number of starting lives and the amount of time you're given on the FairGoth code

Left Difficulty (switch Set Left = 5 starting lives; Set Right = 3 starting lives
Right Difficulty (switch Set Left = 60 seconds to guess the FairGoth code; Set Right = 90 seconds to guess the FairGoth code

Scoring

You score points whenever you destroy an enemy (either with your shots or kamikaze-style with your tank):

Pill Boxes—100 points

Jeeps—250 points

Stationary Shooters—150 points

Cruise Missiles—1000 points

Terrorists—500 points

Reaching a Depot—6000 points

Correctly guessing the FailSafe code—10000 points

Bonus Tank awarded every 30,000 points